M.A.C.E. JOURNAL

"Devoted Exclusively To The Atari Computer User"

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SCORE : 118      % OF CITY LEFT : 60%
DESTRUCTO BOMBS : 3   SHIPS LEFT : 2
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...AND MORE!

Published by the Michigan Atari Computer Enthusiasts

FIRESIDE CHAT

Here it is: my third chat since taking over the MACE Oval Office. For those of you here tonight, my third meeting. Have we gone anywhere? I think so. At least I hope so. I feel the walls of formality slowly coming down, the willingness to communicate with each other increasing. I enjoy hearing from the members; it's beneficial to all of us. You can hear first hand what my ideas and goals are and I am more than willing to listen to your comments and ideas. I am not MACE; we are MACE. I've talked with members on the phone and I've chatted with members on my BBS. I even ran across an out-of-state member on CompuServe. This might seem like a strange article so far, but the point I'm trying to make is that it is important to me to hear from you. I really want to do the best I can for you as President. I really like this club; I think there are a lot of interesting and wonderful people in it. Let's swap ideas. Give me a call - I don't mind.

I got my first modem a little over a year ago. It was an MPP which, at that time, did not support XMODEM protocol. I was lost! I couldn't figure out why certain files wouldn't work for me. I left a lot of messages on various BBS's and probably asked a lot of dumb questions. But, somebody answered! Oh, what a relief it was. The other day, on my BBS, someone who was new to telecommunications asked me a question. It sure felt good to be able to answer. What it all comes down to is the fact that we were all new sometime or other.

MACE started awhile ago, small too, with a group of people who learned together. Now some are still here and others have moved on. I guess I feel it's coming up to a time when MACE will feel a rebirth. Lots of new faces will be showing up. It's up to us to make them feel welcome. After all, new users will be the future of our group. Our ability to help will be our reputation. Our club's image reaches over 1000 people a month through this Journal and countless more through our bulletin boards (MACE & MACE WEST). Fortunately, we all have something we can really be proud of.

I wish to thank our Editor, Ann, our Sysops, Mike & Sharie, and most of all, YOU, the members for making this all possible.

My resolution for '85 is to make MACE the leader, number 1, in user oriented user groups. And I know, if we all work together, WE can do it.

One small item: I know a lot of you come to the meetings to check out the library and talk to friends. I will never tell anyone to shut up. But, please, try to keep it low so those trying to watch a demo or listen to a speaker can hear. We can all have a great time if we just consider the person next to us. Oh, and one more tiny thing: please remember there is no smoking allowed in the pavilion. Please do it in the hall. Not only did others complain, but the city of Southfield doesn't like it either. I know it's hard - I'm a smoker, but what the heck, it's worth it.

Again, thanks to each and every one of you for having us here. And have a safe and Happy New Year!! I hope to see ya in '85, so if ya drink, please don't drive.

Thankful for a great group,
Kirk

THE PROTECTOR

This month's featured program listing is a game called The Protector, written by MACE member Doug Geiss. You are the pilot of a lone space ship protecting a city from falling meteors. The game has three levels of play and requires a joystick in Port 1. If a meteor gets too close to the city, you can use a Destructo Bomb (hit SELECT) to destroy it. You also get points for running into the meteor with your ship, but you do have a limited number of ships available. If you stop the program with the BREAK key and then try to reRUN it, the redefined character set will be scrambled. Hit RESET and then RUN the program if you have to stop it. During play, CTRL-1 will pause the game for you.

Doug, who will be 15 the 29th of December, is the Sysop of The Cutting Board BBS: (313) 291-3812.

SIG UPDATE

Here is the current information on active Special Interest Groups. Call the person whose name is listed for more details.

Atarimusic SIG: Mike Lechkun 978-8432

Assembler SIG: Todd Meitzner 542-1752
Meetings are the 1st Thursday of each month.

East Side SIG: Mike Simpson 751-7290
Meetings are the 1st Tuesday of each month, except for January, when the meeting will be on January 8th. The January meeting will feature a disk label maker. Bring your disks and have labels made for a nominal fee. Start off the new year by organizing your disk library! The meeting will be at 7:00 pm at the Italian Cultural Community Center, 28111 Imperial in Warren (between Hoover and Schoenherr).

Graphics SIG: Dan Rubyan 838-5679
Call Dan if you are interested in joining this new SIG.

```
1 REM ******** THE PROTECTOR ********
3 REM ****** BY : DOUG GEISS ******
10 GOSUB 1500:GOSUB 1000:GOTO 100
100 POSITION 0,D:? SH$
101 POKE 77,0
105 IF STICK(0)=7 THEN O=O+1:POSITION
O-1,D:? "    ":SH$="<>":GOTO 170
110 IF STICK(0)=11 THEN O=O-1:POSITION
 O,D:? "    ":SH$="#$":GOTO 170
115 IF STICK(0)=14 THEN D=D-1:POSITION
 O,D+1:? "  ":GOTO 170
120 IF STICK(0)=13 THEN D=D+1:POSITION
 O,D-1:? "  ":GOTO 170
125 IF STICK(0)=6 THEN D=D-1:O=O+1:GOS
UB 160:GOSUB 150:SH$="<>":GOTO 170
130 IF STICK(0)=5 THEN D=D+1:O=O+1:GOS
UB 165:GOSUB 150:SH$="<>":GOTO 170
135 IF STICK(0)=9 THEN D=D+1:O=O-1:GOS
UB 165:GOSUB 155:SH$="#$":GOTO 170
140 IF STICK(0)=10 THEN D=D-1:O=O-1:GO
SUB 160:GOSUB 155:SH$="#$":GOTO 170
145 GOTO 170
150 POSITION O-1,D:? "    ":RETURN
155 POSITION O-1,D:? "    ":RETURN
160 POSITION O-1,D+1:? "    ":RETURN
165 POSITION O-1,D-1:? "    ":RETURN
170 IF ME>0 THEN ME=0:GOTO 190
171 IF EZ=48 THEN EZ=50:GOTO 190
172 IF EZ=49 THEN EZ=EZ-1:GOTO 190
173 IF EZ=50 THEN EZ=EZ-1
174 IF MEO<>MEL THEN GOTO G:REM METEOR
175 POSITION MEO,MED:? " {DOWN}{LEFT}
{LEFT}*":MED=MED+1:ME=1:GOTO 190
180 POSITION MEO,MED:? " {DOWN}{LEFT}
{LEFT}{LEFT}*":MEO=MEO-1:MED=MED+1:ME=
1:GOTO 190
185 MEO=MEO+1:MED=MED+1:POSITION MEO,M
ED:? "{UP}{LEFT}   {DOWN}*":ME=ME+DF
190 IF MI=0 THEN 200
192 GOTO Z
195 MIO=MIO+1:POSITION MIO-1,MID:? " -
":GOTO 200
197 MIO=MIO-1:POSITION MIO,MID:? "- "
199 REM CHECKING
200 IF O<2 THEN O=2
201 IF O>35 THEN O=35
202 IF D<3 THEN D=3
203 IF D>19 THEN GOTO 300
204 POSITION 0,D:? SH$
205 IF MIO=MEO AND MID=MED THEN GOTO 3
09:REM METEOR/MISSILE COL
209 IF O=MEO AND D=MED OR O+1=MEO AND
D=MED THEN GOSUB 317:REM SHIP/METEOR
210 IF DB=0 THEN 212
```

```
211 IF PEEK(53279)=5 THEN GOTO 327
212 IF MEO>34 THEN G=180:POSITION MEO,
MED:? "{UP}  {DOWN}{LEFT}{LEFT}   "
214 IF MEO<4 THEN G=185:POSITION MEO,M
ED:? "{UP}  {DOWN}{LEFT}{LEFT} "
215 IF MED>19 THEN GOTO 323:REM METEOR
/CITY
216 IF MIO<=3 THEN MI=0:POSITION MIO,M
ID:? "  "
217 IF MIO>34 THEN MI=0:POSITION MIO,M
ID:? "  "
218 IF STRIG(0)=0 AND MI=1 THEN POSITI
ON MIO-1,MID:? "    ":MIO=0:MID=D:GOTO
 225
220 IF STRIG(0)=0 THEN MI=1:MIO=0:MID=
D:GOTO 225
222 GOTO 100
225 IF SH$="#$" THEN Z=197
227 IF SH$="<>" THEN Z=195
240 GOTO 100
300 FOR BB=0 TO 2:FOR S=1 TO 10:SOUND
0,S+200,8,8:NEXT S:POSITION 0,D+BB:? "
   ":NEXT BB:SOUND 0,0,0,0
305 SL=SL-1:PE=PE-20:GOTO 400
307 GOTO 309
308 FOR S=1 TO 10:SOUND 0,S+150,8,8:NE
XT S:RETURN
309 SC=SC+(50-MED):FOR BB=0 TO 2
310 POSITION MIO,MID:? "w":GOSUB 308:P
OSITION MIO,MID:? "x":GOSUB 308:POSITI
ON MIO,MID:? "y":GOSUB 308
315 POSITION MIO,MID:? "z":GOSUB 308:N
EXT BB:POSITION MIO,MID:? "  ":SOUND 0
,0,0,0:GOTO 400
317 SL=SL-1:SC=SC+(50-MED):FOR XX=0 TO
 2:GOTO 319
318 FOR S=1 TO 10:SOUND 0,S+150,8,8:NE
XT S:RETURN
319 POSITION 0,D:? "ww":GOSUB 308:POSI
TION 0,D:? "xx":GOSUB 308:POSITION 0,D
:? "yy":GOSUB 308:REM
321 POSITION 0,D:? "zz":GOSUB 308:NEXT
 XX:POSITION 0,D:? "  ":SOUND 0,0,0,0:
GOTO 400
323 FOR BB=0 TO 2:FOR S=1 TO 10:SOUND
0,S+200,8,8:NEXT S:POSITION MEO,MED+BB
:? " ":NEXT BB:SOUND 0,0,0,0
325 PE=PE-10:GOTO 400
327 POSITION MEO,MED:? " ":FOR BB=1 TO
 6:FOR T=0 TO 10:SETCOLOR 2,T,BB:SETCO
LOR 4,T,BB:SOUND 0,T+100,10,BB
329 SOUND 1,T+200,10,8:NEXT T:NEXT BB:
SOUND 0,0,0,0:SOUND 1,0,0,0:SC=SC+(50-
MED):DB=DB-1:GOTO 400
```

```
400 IF PE<10 THEN 1700
402 IF SL<0 THEN 1700
450 O=11:D=11
455 ? "{CLEAR}":POKE 752,1:GOSUB 1330:
GOTO 200
1000 REM INI.
1020 STARTLIST=(PEEK(106)+1)*256
1030 FOR MOVEME=0 TO 1023:POKE STARTLI
ST+MOVEME,PEEK(57344+MOVEME):NEXT MOVE
ME
1040 POKE 756,STARTLIST/256
1050 FOR MOVEME=0 TO 7:READ VALUE:POKE
 24+STARTLIST+MOVEME,VALUE:NEXT MOVEME
1060 DATA 0,0,1,3,255,127,0,0
1070 FOR MOVEME=0 TO 7:READ VALUE:POKE
 32+STARTLIST+MOVEME,VALUE:NEXT MOVEME
1080 DATA 15,31,255,63,255,255,63,15
1081 FOR MOVEME=0 TO 7:READ VALUE:POKE
 224+STARTLIST+MOVEME,VALUE:NEXT MOVEM
E
1082 DATA 240,248,255,252,255,255,252,
240
1084 FOR MOVEME=0 TO 7:READ VALUE:POKE
 240+STARTLIST+MOVEME,VALUE:NEXT MOVEM
E
1085 DATA 0,0,128,192,255,254,0,0
1100 FOR AV=65 TO 90:FOR MOVEME=0 TO 7
:READ VALUE:POKE (AV-32)*8+STARTLIST+M
OVEME,VALUE:NEXT MOVEME:NEXT AV
1110 DATA 28,62,119,119,127,119,119,0
1115 DATA 126,119,119,126,119,119,126,
0
1120 DATA 62,127,112,96,112,127,62,0
1125 DATA 124,126,119,115,119,126,124,
0
1130 DATA 127,127,112,126,112,127,127,
0
1135 DATA 127,127,112,124,124,112,112,
0
1140 DATA 62,127,112,119,115,127,62,0
1145 DATA 119,119,127,127,127,119,119,
0
1150 DATA 127,127,28,28,127,127,127,0
1155 DATA 127,127,14,14,110,126,60,0
1160 DATA 115,119,126,124,126,119,119,
0
1165 DATA 112,112,112,112,127,127,127,
0
1170 DATA 99,119,127,107,107,99,99,0
1175 DATA 115,123,127,127,119,115,115,
0
1180 DATA 62,127,119,119,119,127,62,0
1185 DATA 127,127,115,127,127,112,112,
0
```

```
1190 DATA 62,127,99,107,109,119,58,0
1195 DATA 126,119,119,127,118,119,115,
0
1200 DATA 62,127,120,62,15,127,62,0
1205 DATA 127,127,127,28,28,28,28,0
1210 DATA 119,119,119,119,127,127,62,0
1215 DATA 119,119,119,119,127,62,28,0
1220 DATA 99,99,107,107,127,119,99,0
1225 DATA 99,119,62,28,62,119,99,0
1230 DATA 119,119,119,127,28,28,28,0
1235 DATA 127,127,15,60,112,127,127,0
1240 REM NUMBERS
1250 FOR AV=48 TO 57:FOR MOVEME=0 TO 7
:READ VALUE:POKE (AV-32)*8+STARTLIST+M
OVEME,VALUE:NEXT MOVEME:NEXT AV
1255 DATA 127,127,119,119,119,127,127,
0
1260 DATA 28,60,124,28,28,127,127,0
1265 DATA 62,127,15,62,120,127,127,0
1270 DATA 62,127,7,31,7,127,62,0
1275 DATA 119,119,119,127,127,7,7,0
1280 DATA 127,127,112,126,7,127,126,0
1285 DATA 62,127,112,126,119,127,62,0
1290 DATA 127,127,7,14,28,28,28,0
1293 DATA 62,127,119,62,119,127,62,0
1297 DATA 127,119,119,127,7,7,7,0
1300 FOR MOVEME=0 TO 7:READ VALUE:POKE
 (42-32)*8+STARTLIST+MOVEME,VALUE:NEXT
 MOVEME
1305 DATA 56,118,127,187,239,254,118,2
8
1306 FOR AV=119 TO 122:FOR MOVEME=0 TO
 7:READ VALUE:POKE AV*8+STARTLIST+MOVE
ME,VALUE:NEXT MOVEME:NEXT AV
1307 DATA 40,111,149,91,189,234,223,12
2
1308 DATA 90,164,154,237,185,94,37,91
1309 DATA 28,84,105,223,212,76,54,152,
141,217,26,198,8,90,245,211
1310 FOR MOVEME=0 TO 7:READ VALUE:POKE
 (58-32)*8+STARTLIST+MOVEME,VALUE:NEXT
 MOVEME
1315 DATA 56,56,56,0,56,56,56,0
1316 FOR MOVEME=0 TO 7:READ VALUE:POKE
 (37-32)*8+STARTLIST+MOVEME,VALUE:NEXT
 MOVEME
1317 DATA 99,103,14,28,56,115,99,0
1318 POSITION 2,7:? #6;"PRESS SELECT F
OR":POSITION 5,8:? #6;"DIFFICULTY":POS
ITION 0,10:? #6;"PRESS START TO BEGIN"
1319 POSITION 7,9:? #6;DF$:FOR DG=1 TO
 20:NEXT DG
1320 IF PEEK(53279)=6 THEN 1327
1321 IF PEEK(53279)=5 THEN KP=KP+1:IF

KP=4 THEN KP=1
1322 IF KP=1 OR 0 THEN DF$=" EASY ":DF
=0:EZ=50:GOTO 1319
1323 IF KP=2 THEN DF$="MEDIUM":DF=1:EZ
=0:GOTO 1319
1324 IF KP=3 THEN DF$=" HARD ":DF=0:EZ
=0:GOTO 1319
1325 GOTO 1319
1327 O=5:D=5:SC=0:PE=100:DB=3:SL=3
1330 REM DRAWING SCREEN
1335 ? "{CLEAR}":GRAPHICS 0:SETCOLOR 2
,0,0:POKE 756,STARTLIST/256
1340 POKE 752,1:SH$="<>":MEO=0:MED=3:M
EL=0:MID=3:MIO=0
1350 POSITION 2,0:? "SCORE : ";SC:POSI
TION 18,0:? "% OF CITY LEFT : ";PE;"%"
1355 POSITION 3,1:? "DESTRUCTO BOMBS :
 ";DB;"  SHIPS LEFT : ";SL
1359 REM "_" = inverse video space:
1360 CI1$="  __  _   _   __   __    __
  _    __ "
1365 CI2$="  __ __  _   __  __   ___  _
 __  _  __ "
1370 CI3$="_____
_____ "
1375 POSITION 1,20:? CI1$:POSITION 1,2
1:? CI2$:POSITION 0,22:? CI3$
1377 MEO=INT(RND(0)*34)+3:MEL=INT(RND(
0)*35)+2
1380 IF MEO>MEL THEN G=180
1385 IF MEO<MEL THEN G=185
1499 RETURN
1500 REM BEGINNING SCREEN
1501 POKE 106,PEEK(106)-5:GRAPHICS 18
1505 DIM SH$(2):DIM ME$(1):DIM CI1$(38
),CI2$(38),CI3$(40),DF$(6):DF$=" EASY"
1510 SETCOLOR 2,0,0:POKE 752,1
1515 POSITION 8,1:? #6;"THE":POSITION
5,2:? #6;"PROTECTOR":POSITION 8,4:? #6
;"BY:":POSITION 5,5:? #6;"DOUG GEISS"
1520 POSITION 4,10:? #6;"PLEASE WAIT"
1530 FOR I=1 TO 100:POKE 708,PEEK(5377
0):SOUND 0,PEEK(53770),10,8:NEXT I
1535 SOUND 0,0,0,0
1698 RETURN
1699 REM ENDING SCREEN
1700 GRAPHICS 18:SETCOLOR 0,4,4:POKE 7
56,STARTLIST/256:POSITION 2,3:? #6;"YO
U HAVE FAILED":POSITION 4,5
1710 ? #6;"SCORE : ";SC
1712 POSITION 2,7:? #6;"PRESS SELECT F
OR":POSITION 5,8:? #6;"DIFFICULTY":POS
ITION 0,10:? #6;"PRESS START TO BEGIN"
1720 GOSUB 1319:GOTO 100
```

—5—

MACE JOURNAL LISTING CONVENTIONS

To reduce our readers' eyestrain, we are adopting a new method of listing programs. Certain characters will be replaced by an abbreviated form of their function, printed within curly braces (see below). Any characters to be typed in inverse video will be underlined, and control characters will be represented by their respective letters within curly braces. If a character within braces is also underlined, toggle the inverse video on and then hold down the control key while typing the character.

This method may seem awkward at first, but you should quickly get used to it, and the listings will be much easier to read than the ones printed in last month's Journal. (Sorry about that!) The special characters which will be spelled out are as follows:

When you see:	You should type:
{CLEAR}	ESC SHIFT <
{UP}	ESC CTRL -
{DOWN}	ESC CTRL =
{LEFT}	ESC CTRL +
{RIGHT}	ESC CTRL x
{BACK S}	ESC DELETE
{DELETE}	ESC CTRL DELETE
{INSERT}	ESC CTRL INSERT
{DEL LINE}	ESC SHIFT DELETE
{INS LINE}	ESC SHIFT INSERT
{TAB}	ESC TAB
{CLR TAB}	ESC CTRL TAB
{SET TAB}	ESC SHIFT TAB
{BELL}	ESC CTRL 2
{ESC}	ESC ESC
{COMMA}	CTRL , (comma)
{PERIOD}	CTRL . (period)
{SEMI-COLON}	CTRL ; (semi-colon)
{SHIFT =}	SHIFT =

If you see:	Type:
{A}	CTRL A
A	INV. VIDEO A
{A}	INV. VIDEO CTRL A

SOME DETROIT AREA ATARI BBSs

x = 24 hr $ = evening/nite   B = 1200 bps capability

313-978-1685	MACE	x
313-582-0657	MACE West (Secretary)	Bx
313-882-5909	Trading Post (President)	Bx
313-538-0197	Dartboard (Vice President)	x
313-771-4126	Freedom Board (Disk Librarian)	x
313-531-1701	Ethernet (Rec. Secretary)	Bx
313-641-8688	A.I.R. Port	x
313-978-8087	A.R.C.A.D.E.	x
313-546-3689	Bunky's Board	Bx
313-676-0696	Cougar's Lair	x
313-449-8544	Country Peddler	Bx
313-278-1727	Crazyhouse	Bx
313-291-3812	Cutting Board-mpp	$
313-565-6306	Dark World	x
313-264-1737	Enterprise	Bx
313-585-2168	Home Board-835	x
313-778-5279	Main Frame	x
313-368-4828	Playground	$
313-563-6177	Robot Factory	x
313-277-8632	Rock Palace	x
313-291-8494	Skate Board	$
313-543-4094	Superboard	x
313-247-0094	Toolbox	Bx
313-545-8593	U.S.A.	x
313-532-8410	V.O.I.C.E.	x

THE UPS AND DOWNS OF AMODEMS

by Kirk Revitzer

There are several versions of the terminal program AMODEM available. So, which should you use? Here's a little info to help you decide.

The basic version is known as AMODEM 4.2 and is the one 410/1010 systems must use. (Now, if you're using an 835 or 1030 modem you'll need a special version known as ET-Modem available from Jim Steinbrecher, sysop of A.R.C.A.D.E. BBS: (313) 978-8087.) AMODEM 4.2 is limited in buffer size, so the more memory you have the larger the file you can send or receive.

A question some cassette users ask is "Why does the BBS hang up on me?" Well, let me explain. When using a cassette-based system, plan your download time. Most often you will need to download a file and then call back after dumping your buffer to cassette. The reason is that newer versions of AMIS BBS have built-in timers so that if left idle for more than a couple of minutes they will automatically log-off. This feature was added primarily for the late night caller who starts a download and falls asleep at the keyboard! BBS's have, in the past, been tied up for a couple of hours during the night because some tired caller couldn't stay awake. So don't fret, you're not doing anything wrong, that's just life in the fast lane.

AMODEM 8.5 and AMODEM-plus are both pretty much the same. Neither one supports cassette-based systems. These two terminals will send/receive unlimited size files and, with the help of little M/L, sail away at 1200 bps also. (AMODEM 4.2 will support 1200 bps but is very slow in transfer rate.) The options and operation of these versions are pretty much the same. Although here, if you are using a Hayes Smartmodem, you have autodial capabilities.

So far we have covered AMODEM 4.2 for cassette or disk and AMODEM 8.5 and AMODEM-plus for disk. All of these will work with any Atari 400/800 but, always a catch, what about the XL series? Yes, they will work but require the Translator disk to function fully. And, also, to add to the collection we now have AMODEM-XL. This version is pretty much the same as AMODEM 8.5 but runs on the XL machine with out the Translator. And only the XL users can run it! It will not run properly on a regular 400/800 machine.

The versions of AMODEM mentioned here, except ET-Modem, are in the public domain. Most are available from the MACE library and all can be found on various BBS's around town.

Special note for 835/1030 users! The terminal software provided with your modem will not allow up/downloading from a BBS. Also (I know this is hard to handle), it will not let you "select Atari mode" when logging on. Get in touch with Jim - he can help you!

With all the modems that will be given as presents and all the new callers who will be hitting the phone lines Christmas morning, here's how to download and upload using any version of AMODEM.

To download a file from a BBS you must:
1. Hit your SELECT key and "R" for Receive.
2. Enter the filename (D:xxx) and hit RETURN, which will put you back in terminal mode with the BBS.
3. Use "D" to tell the BBS you want to Download. It will ask you for the filename.
4. Enter the name exactly as it was spelled in the BBS [F]ile directory. The BBS will load its buffer and come back with the prompt "[D:FILENAME] Ready to Send"
5. Press your START key.

Ok, that's it. Now sit back and watch it happen. After it's all done you'll see your terminal say "saving File" and that's it.

Uploading is just as easy. On your terminal use "S" for Send and on the BBS use "U" for Upload. Do not, when up or downloading, use file extenders on the BBS. If you need any help just try for an on-line chat with the BBS sysop. Most are willing to help at normal after-work hours. Now, reach out and connect someone!

GREETINGS
FROM YOUR EDITOR...

Who Ya Gonna Call?

Atari prices are dropping like the mercury in your thermometer these days, with 800XLs slipping out the door for "under $120". Jack Tramiel's new marketing strategy seems to be working, as more and more people choose the Atari over other, more expensive machines. Things are really looking up - or are they?

Just where do you go to get the new, low prices on the Atari? K-Mart is a good place to start, or Meijer Thrifty Acres, or even Service Merchandise. But what if you have a question? What if your machine is acting strangely, and you're not sure if it's the hardware or the software? Who ya gonna call? Don't expect the clerk who rang up your purchase at K-Mart to be able to tell you that it's just one of those bugs in Atari BASIC.

So where does this leave you? You could probably find another MACE member who could help you (after all, that's why we're here), or you could turn to your local computer store. What sort of reception do you think you'll get when you waltz in and start taking up their time with questions about your blue-light special? Independent computer stores are becoming more selective about dispensing help and advice to users who have bought elsewhere.

This may strike you as a rather unfriendly way to do business, but consider the position of the small computer store owner. He must compete with the discount houses in terms of price, but also must pay the salaries of his sales and service staff. When Atari announced its latest price drop, many of these stores were left with stock for which they had paid more than the new list price. Now they have to salvage some of their investment without pricing themselves out of the market.

Area stores are trying different solutions to this problem. One is charging $139 for an 800XL, but that includes an extended warranty. A store in Berkley has chosen to sell their computers only as part of a package,

so that you must pay $20 for "Computer Support Services" to buy an 800XL for $119.95. What do you get for your $20? For starters, a 5% discount for one year on purchases of software, diskettes, and so on, plus a third off on tuition for in-store computer classes. You also get reduced rates on software rentals, the "try before you buy" program, service contracts, extended warranties, and consultation fees. Finally, they offer a customer hotline, with "immediate access to experienced technical and systems support personnel".

Is all this worth $20? If you plan to do a lot more shopping at this store, and take a class or two, you might end up coming out ahead after a year, but you would probably spend less if you bought all of your software from mail-order companies. What this store and others like it really have to offer is access to their staffs. You have to decide if it's worth paying a slightly higher price to be able to call upon trained service and sales personnel to help you with your problems.

We live in a society geared towards saving money, and it's difficult to justify laying out extra money just to gain the good will of your corner computer store. Fortunately, the gap between prices charged by discount stores and by specialized computer stores is narrowing. It doesn't cost that much more to buy from a reputable local computer dealer. It's hard to pay $20 for something as intangible as "support service", but it could save you countless hours of frustration. You have to pay for advice from lawyers and doctors; why should you expect free consultations with computer professionals if you are not willing to support their business?

I have seen computer stores drop the Atari line because they couldn't compete with mass market prices, and I think that it is even more likely to happen now. Some of the Detroit area Atari dealers have given a lot to MACE over the years; it would be a shame to lose them because we want to save a few bucks. The next time you need to buy something for your computer, take a minute to figure out what you would save by buying from a discount house, and then think about what we all could lose.

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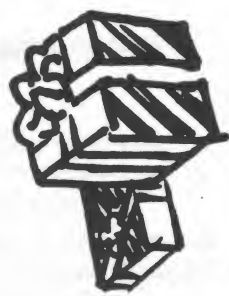
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P Q
The Party Quiz Game

A Review
by J. P. Siccola

Suncom (their motto: We help make computers friendly) have lived up to their saying. The pioneers of the alternative Atari joystick have ventured beyond their hardware talents to make, as far as this author has seen, the first Atari "Trivial Pursuit" clone. (I will abbreviate Trivial Pursuit by the initials TP). The word trivia is about all the two games really have in common, however.

PQ The Party Quiz (PQ for short) is more like the old quiz games Jeopardy! and College Bowl. Questions are asked of the contestant(s) and a correct answer scores you points. The points are awarded in inverse proportion to the amount of time it takes to answer a question. That is, answer the question in 1 second and you score 900 out of a possible 1000 points. Answer with 1 second left, and you score 100. There are two types of games, social and competitive. In the social game, points are awarded when you answer the question correctly. In the competitive game, only the first correct answerer gets the points. Speed is the big skill required in this game and knowledge seems secondary. That's why it's trivia, I guess.

This is a hardware and software package. You need either a Commodore 64 or any Atari with at least 32K. A disk drive is also required. The software consists of two disks, one containing the program and one containing the questions. The disks are two sided, with the Atari version on the back (Commodore version on the front). In the Atari version, there are also questions on the program disk. Suncom says there are over 2,500 questions. That's 3,500 less than TP, but in our test session, not one was repeated on the disk we used.

The hardware in PQ consists of a gamer guide (instruction book), four "quick response" controllers with cables, and the PQ controller interface box. The interface box plugs into ports 1 and 2 through a sort of "Y" cable. The other end of the cable plugs into the interface

box. The box has 5 telephone type "quick connect" receptacles. The four "quick response" controllers plug in to the numbered spots and the middle plug is reserved for the interface cable.

The "quick response" controllers are just that: quick! They are 6 inches long, two inches wide, and about 3/4 inch thick. There are four numbered keys on each controller, each about 3/4" by 1 1/2". They have a sort of spongey feel to them. The controller fits very nicely in the palm of your hand. I used my thumbs to press the number; my wife held it in her left hand and hit the numbers with her right index finger (guess that's why I beat her). At any rate, Suncom suggests that you connect everything before you power up your computer. The controllers will malfunction otherwise.

Now the game itself...

Load the program without any cartridges. The gamer guide explains everything very clearly. Except for pausing a game in progress (with the space bar), all commands are generated from player one's controller. They simulate the OPTION, SELECT and START keys on the keyboard. These keys may also be used, but it's easier to start up a new game by just using Controller One. No more getting up to restart. When used in a party situation, no one is crowding around your delicate equipment. Once the game is loaded, except to change question disks, you need never touch the keyboard or computer again. Smart. No chance of the Pepsi syndrome occurring!

To say the game is fast-paced is sort of an understatement. Hectic is a much more descriptive word. You can select 3, 4, 5, or 10 seconds in which to answer a question. Ten questions make up a round. A game can be either 5, 8, 12, 16, or up to 20 rounds. Every four rounds a Lightning Bonus Round occurs. Each player individually has 20 seconds to answer as many questions as he or she can. Points are plentiful and a good deal of catching up can be done during this round.

Criticisms: few from me, except my thumbs got sore after five or so games. Good thing they let you pause. My wife found it difficult to read the questions on our 19" color TV. They

are written in Graphics 1 (double width, single height) characters. But then again, she wears Coke bottle glasses, so that isn't much of a criticism - more like an excuse for poor performance! The questions seem to be similar to those in TP, except they are much less wordy. They also follow the same sort of pattern. What I mean is that in TP two or more questions on the same card can have the same answer or be directly related to each other. In PQ, we got questions on the same question disk like:

    Leo G. Carroll played
    1) Bozo
    2) Topper
    3) Magnum PI
    4) Hockey

followed shortly by:

    Topper star was
    1) Newman
    2) Carroll
    3) Selleck
    4) Reagan

If you're ready for them, you can score big, but they didn't happen as often as in TP. Perhaps it was just a coincidence?

If you've got your finger on the button before a question comes up, you're branded a CHEAT and you are locked out of answering the question. No holding down the button in hopes of a right answer. Luck is not a big factor, but it is helpful to have.

PQ is available at many computer stores as well as general merchandise type stores. Although it carries a list price of $69.95, Toys-R-Us had it for just under $50. If you have been bitten by the trivia bug and own a computer, this game is well worth the price. Suncom also will be releasing subsidiary disks. Topics for these new disks are General Edition II, Entertainment Edition, Sports Edition, and in a note with the edition we got, we were told a monk and nun were working on a Bible Edition.

Our conclusion: Go out and buy this one!

Our rating: * * * * * (5 out of 5 - Not bad!)

M.A.C.E.
GROUP PURCHASES

We have four goodies for you this month. Remember that these offers are only open to those with paid-up MACE memberships.

Our first two offers come to us courtesy of our advertiser and supporter Just Software, located at 22205 Kelly Road in East Detroit. Through January 31st, if you present your valid MACE membership card at Just Software, you can go home with:

    1) an Indus GT drive for $270
    2) an MPP-1000E modem for $115

The Indus drive comes with DOS XL, a word processor, a database, a spreadsheet program, and its own carrying case which doubles as storage for up to 80 diskettes. You can use the Indus in single density, double density, or the 1050 "density and a half".

The MPP-1000E is an updated version of the MPP-1000C. This direct connect, auto answer/auto dial modem does not require an interface and comes with the Smart Terminal software cartridge. If you have any questions about these offers, call Just Software at (313) 445-BYTE or 445-1313 and ask for Steve.

The remaining items can be ordered through MACE. Send a certified check or money order to the MACE PO Box by January 10th. Be sure to specify EXACTLY what you are ordering and include your name, address, phone number, and MACE membership number.

    1) BASIC XL tool kit - $23
    2) ACTION! tool kit - $23
    3) MAC-65 tool kit - $23
    4) Happy Enhancement -$180

There are two versions of the Happy Enhancement, for the 810 and the 1050. The 1050 version WILL NOT WORK on the newest 1050 drives. These new drives have a WD2797 operating chip; the older ones have WD2793 and will work with the Happy 1050 Enhancement. Your 1050 will be able to run in true double density.

THE SHELL GAME
CRACKING ATARI LOGO

by Ann McBain Ezzell

Here, as promised, is an explanation of how to store and call machine language routines from Atari Logo. Some of the information in this article comes from Bill Sloan of Logo Computer Systems, Inc. Due to space limitations, we will have to wait until next time for a discussion of display list interrupts.

Machine language routines can be accessed from Logo by using the .CALL primitive. Assuming that you have written such a routine, you will need a safe place to store it (no haven on page 6 for Logophiles). If you have a short routine, it can be placed in the Shape Table, as long as you are careful not to overwrite it by defining new turtle shapes. The Shape Table starts at location 13824 and can be thought of as sixteen blocks of sixteen bytes each, one for each shape from 0 to 15. Since shape 0 cannot be changed, those first sixteen bytes are available for your use. If you are planning to use a machine language routine with procedures which redefine some turtle shapes, you might want to put your routine closer to the end of the table.

If you cannot or do not want to use the Shape Table for your routines, you must secure an area normally used as Nodespace. Location 14268 contains the high byte of Nodespace Start. <u>When Logo is first booted</u>, you can .DEPOSIT a new value into 14268 to allocate a safe area of memory for your own use. You must be careful when setting a new value for Nodespace Start, however. The value must be incremented by a multiple of five to ensure that the "garbage collection" process will function properly. Since only the high byte of the Nodespace Start address is stored, its value must increase in units of one page (256 bytes). Therefore, you must set aside at least five pages (1280 bytes) when you change Nodespace Start.

Your machine language code should be assembled starting at the address whose high byte is stored in location 14268 (before you change it). Check this value on your system, as it will be different for 32K and 64K configurations. When writing your routine, also remember that Logo does not provide for the passing of parameters with the .CALL primitive. If you need to pass values, you must use .DEPOSIT and .EXAMINE.

Now that you know where to put your routines, how will you put them there? Here is a procedure which will put the values stored in a list (:ROUTINE) into memory starting at a specified location (:LOC):

```
TO PUTROUTINE :LOC :ROUTINE
IF :ROUTINE = [] [STOP]
.DEPOSIT :LOC FIRST :ROUTINE
PUTROUTINE :LOC + 1 BUTFIRST :ROUTINE
END
```

This recursive procedure first checks to see if the input list is empty, and returns control to the calling procedure if it is. Otherwise, it takes the first object in the list (which will be one of the decimal values of the M/L routine) and .DEPOSITS it into the address specified by :LOC. The procedure then calls itself, with the next consecutive address (:LOC + 1) and the list minus that first object as inputs. It will continue to .DEPOSIT the values in the list in order until it runs out of data.

You can use the above procedure any time that you want to put certain values into a given area of memory, but if you are using the Shape Table to store your routines, you can also use the PUTSH primitive. PUTSH requires two inputs: "shapenumber" and "shapespec", where "shapespec" is a list of 16 numbers representing the turtle shape grid. If you have a short routine, you can use the following to store the values in the Shape Table:

```
MAKE "ROUTINE [72 169 198 141 10 212 141
26 208 141 24 208 104 64 0 0]
PUTSH 1 :ROUTINE
```

You can then use your routine with the command .CALL 13840 (the location of shape 1). Note the trailing zeros; your input list must contain 16 numbers. If you were willing to sacrifice the space in the Shape Table, you could of course store routines longer than 16 bytes in this way by using consecutive shapes and several lists of numbers.

One more time...

GOTO/GOSUB

by Paul Wheeler

Here is a subroutine that will give you the directory of your disk and with a few minor adjustments will allow you to unlock, delete, rename, etc., all without altering the program that is currently in the memory. List it on the disk and when you want to use it, ENTER it and type GOTO 32000. When you are done with it type GOTO 32400 and it will be erased.

Here is the LOCK subroutine:

```
32000 ? CHR$(125):CLR :DIM F$(20),T$(2
0):? :? "WHICH DRIVE";:INPUT T$:F$="D
:*.*":F$(2,2)=T$:? CHR$(125):?
32010 TRAP 32000:OPEN #1,6,0,F$:? "FIL
ES ON DR.";T$;":":TRAP 32040
32020 INPUT #1,F$
32030 ? F$:GOTO 32020
32040 TRAP 32070:? :? "FILE TO LOCK [E
LSE] <RETURN>":INPUT F$:IF F$(2,2)=":"
 OR F$(3,3)=":" THEN 32060
32050 T$="D1:":T$(4)=F$:F$=T$
32060 XIO 35,#1,0,0,F$
32070 ? :? "GOTO 32400 TO ERASE SUBROU
TINE":?
32080 END
32400 ? CHR$(125):? :? :CLR :DIM Q$(15
):? "PROGRAM TO ERASE A SUBROUTINE":?
:? "PRESS RETURN TO START":QF=31970
32410 POKE 752,1:? :? :INPUT Q$:POSITI
ON 2,19:? "POKE 842,12:POKE 752,0:END"
32420 QF=QF+30:POSITION 2,12:? QF:? QF
+10:? QF+20:POSITION 0,0:POKE 842,13:P
OSITION 2,15:? "CONT":POSITION 2,10
32430 STOP
32440 POKE 842,12:GOTO 32420
```

Change lines 32040 and 32060 to use the same subroutine for other purposes, for example, in 32040 change the word LOCK to UNLOCK and in 32060 change the #35 to #36 then LIST it to the disk as "UNLOCK".

If you have an idea for a GOTO/GOSUB routine, let's hear from you and we'll get it in one of our future issues.

MACE UNCLASSIFIEDS

(These ads are available free of charge to MACE members.)

FOR SALE:
* Atari 1010 Program Recorder. New in box – never used. With warranty (purchased 11/17/84). $40.00
* Atari Logo cartridge and manuals. Never opened. $45.00
* Atari 1020 Color Printer. Four-color graphics and text. Includes cables, a roll of paper, two sets of pens, and software on cassette to let you draw on the screen and plot on paper directly using a joystick. With warranty (purchased 11/28/84). $75.00
FREE TO GOOD HOME:
* K-Mart raincheck to buy Atari 1050 disk drive for $179.00
FOR ALL OF THE ABOVE ITEMS, CALL Len at (313) 545-4651 any time.

WANTED: APX 20045 Screen Dump Utility Program (for Centronics 739 printer). Call Len at (313) 547-8287 (evenings).

PROGRAMMER needed to develop Real Estate computation software to run on Atari computer. Familiarity with basic accounting desirable. Call Ron at (313) 338-8336 or (313) 858-7251 any time.

FOR SALE: Percom disk drive with printer port, cable and DOS XL. Single and double density. Brand new in unopened box. $250.00. Call Dan Knoll: (313) 557-1246 evenings, (313) 552-0210 days.

FOR SALE: 16K Atari 400 with BASIC cartridge and book. $50.00 or best offer. Call Mike at (313) 476-2171 after 4 pm.

NOTICE!

Are you lost in the mail? MACE has new (well, 3 months now) officers! When corresponding with the officers of MACE or ordering disks & tapes use the P.O. box ONLY! Some of our former officers are still getting MACE mail; this just means inconvenience for them and a delay for you.

PRINTER CONTROL FOR GEMINI 10X PRINTER

by Russell Crum

I developed this program to initialize my GEMINI 10X printer because I got tired of looking up the codes all the time. The program is very straightforward in operation. It is completely menu-driven and self-explanatory.

Adjust the paper in your printer to the top of a page and turn the printer on. RUN this program, selecting the menu items that you want. Item 15 on the main menu should be selected to end your selections. Do not just hit BREAK to quit! This would leave I/O channel #1 open which could cause problems the next time you communicate with your printer.

For those of you with a PROWRITER printer, a similar program was published in ANALOG magazine (August 1984, page 13).

```
10 REM PRINTER CONTROL SETUP FOR
20 REM GEMINI 10X PRINTER
30 DIM A$(1),C$(8):C$=CHR$(27):GOSUB 8
10
40 ? CHR$(125):?
50 ? "1.PICA  10CPI(80 CPL)"
60 ? "2.ELITE 12CPI(96 CPL)"
70 ? "3.CONDENSED 17CPI(136 CPL)"
80 ? "4.CHANGE CHARACTER SET"
90 ? "5.DOUBLE WIDTH CHAR."
100 ? "6.BOLD PRINT (USE WITH PICA ONL
Y)"
110 ? "7.UNDERLINE PRINT"
120 ? "8.DEFINE LINE SPACING"
130 ? "9.SKIP OVER PERFORATION"
140 ? "10.SET FIRST LINE ON PAGE"
150 ? "11.SET LEFT MARGIN"
160 ? "12.SET RIGHT MARGIN"
170 ? "13.TURN OFF PAPER OUT DETECT."
180 ? "14.RESET PRINTER DEFAULTS"
190 ? "15.END PROGRAM"
200 ? :TRAP 40:? "WHAT'S YOUR CHOICE";
:INPUT F
210 IF F=1 THEN PRINT #1;C$;CHR$(66);C
HR$(1);:GOTO 370
220 IF F=2 THEN PRINT #1;C$;CHR$(66);C
HR$(2);:GOTO 370
230 IF F=3 THEN PRINT #1;C$;CHR$(66);C
HR$(3);:GOTO 370
240 IF F=4 THEN 410
250 IF F=5 THEN PRINT #1;C$;CHR$(87);C
HR$(1);:GOTO 370
260 IF F=6 THEN PRINT #1;C$;CHR$(69);:
GOTO 370
270 IF F=7 THEN PRINT #1;C$;CHR$(45);C
HR$(1);:GOTO 370
280 IF F=8 THEN 590
290 IF F=9 THEN 730
300 IF F=10 THEN 750
310 IF F=11 THEN 770
320 IF F=12 THEN 790
330 IF F=13 THEN PRINT #1;C$;CHR$(56);
:GOTO 370
340 IF F=14 THEN GOSUB 810
350 IF F=15 THEN ? CHR$(125):? "PROGRA
MMING COMPLETE":CLOSE #1:FOR X=1 TO 50
0:NEXT X:END
360 GOTO 40
370 ? :? "DO YOU WANT TO COMBINE FUNCT
IONS (Y or N) ";:INPUT A$
380 IF A$="Y" THEN 40
390 IF A$="N" THEN F=15:GOTO 350
400 GOTO 370
410 ? CHR$(125):?
420 ? "0. U.S.A."
430 ? "1. ENGLAND"
440 ? "2. GERMANY"
450 ? "3. DENMARK"
460 ? "4. FRANCE"
470 ? "5. SWEDEN"
480 ? "6. ITALY"
490 ? "7. SPAIN"
500 ? "8. ITALICS"
510 ? "9. CANCEL ITALICS"
520 ? "10. RETURN TO MAIN MENU"
530 ? :TRAP 40:? "WHAT'S YOUR CHOICE";
:INPUT S
540 IF S=8 THEN PRINT #1;C$;CHR$(52);:
GOTO 40
550 IF S=9 THEN PRINT #1;C$;CHR$(53);:
GOTO 40
560 IF S>=0 AND S<=7 THEN ? #1;C$;CHR$
(55);CHR$(S);:GOTO 40
570 IF S=10 THEN 40
580 GOTO 410
590 ? CHR$(125):?
600 ? "1. 6 LINES PER INCH(1/6'')"
610 ? "2. 8 LINES PER INCH(1/8'')"
620 ? "3. N/72''"
630 ? "4. N/144''"
640 ? "5. RETURN TO MAIN MENU"
```

```
650 TRAP 590:? :? "WHAT'S YOUR CHOICE"
;:INPUT L
660 IF L=1 THEN PRINT #1;C$;CHR$(48);:
GOTO 40
670 IF L=2 THEN PRINT #1;C$;CHR$(49);:
GOTO 40
680 IF L=3 OR L=4 THEN ? "WHAT VALUE F
OR N (1-127)";:INPUT L1
690 IF L=3 THEN PRINT #1;C$;CHR$(65);C
HR$(L1);:GOTO 40
700 IF L=4 THEN PRINT #1;C$;CHR$(51);C
HR$(L1);:GOTO 40
710 IF L=5 THEN 40
720 GOTO 590
730 ? CHR$(125):? :? "HOW MANY LINES T
O LEAVE AT BOTTOM OF PAGE (1-127)";:IN
PUT L2:IF L2<1 OR L2>127 THEN 730
740 PRINT #1;C$;CHR$(78);CHR$(L2);:GOT
O 40
750 ? CHR$(125):? :? "HOW MANY LINES T
O LEAVE AT TOP OF PAGE (1-127)";:INPUT
 L3:IF L3<1 OR L3>127 THEN 750
760 PRINT #1;C$;CHR$(82);CHR$(L3);:GOT
O 40
770 ? CHR$(125):? :? "HOW MANY CHAR. I
N TO START LEFT MARGIN (1-255)";:INPUT
 C:IF C<1 OR C>255 THEN 770
780 PRINT #1;C$;CHR$(77);CHR$(C);:GOTO
 40
790 ? CHR$(125):? :? "WHAT CHAR. POSIT
ION TO SET RIGHT MARGIN (1-255)";:INPU
T R:IF R<1 OR R>255 THEN 790
800 PRINT #1;C$;CHR$(81);CHR$(R);:GOTO
 40
810 OPEN #1,8,0,"P:"
820 ? #1;C$;CHR$(53);C$;CHR$(87);CHR$(
0);C$;CHR$(72);C$;CHR$(70);C$;CHR$(45)
;CHR$(0);
830 ? #1;C$;CHR$(84);C$;CHR$(79);C$;CH
R$(57);C$;CHR$(64);:RETURN
```

1985 MEETING DATES

MACE meetings are scheduled for the third Tuesday of each month during 1985. We'll be looking for you!

January 15th	July 23rd
February 19th	August 20th
March 19th	September 17th
April 16th	October 15th
May 21st	November 19th
June 18th	December 17th

MESSAGE BASE

Special thanks to the Family Computer Center in Berkley, who donated a Spectravideo Model SV-318 personal computer and data cassette, and Just Software in East Detroit, who donated Synapse software as door prizes for our January meeting. The Koalapads were donated by MACE.

From the Suggestion Box comes a cry for help about tapes and cartridges that will not run on the XL series. The Translator disk might work with your reluctant cartridges, but this fact does little good for the user with a cassette-based system. Our suggestion is that you write to the software company and ask them for an updated version or an equivalent replacement. As Bill Wilkinson points out in COMPUTE!'s Insight Atari this month, it is mostly the fault of the vendors when software incompatibilties crop up. Since the first Atari documentation was released, certain locations have been guaranteed to be "safe", and others have been subject to change. Many software authors have played fast and loose with their code, using illegal shortcuts to save a byte here and there. The result: software that won't run on the XLs. We can't guarantee that the company will give you a new tape or cartridge, but it's worth a try, and at least they will know that the users are upset about it.

MACE still needs some volunteers to run the coffee and soda concession at the meetings. We could also use a regular crew to set up chairs and tables, distribute newsletters, and do all the other little things that it takes to have a smoothly run meeting. Remember that helpers at the meetings are entitled to coupons from the disk and tape libraries!

A few people had trouble running the LISTER program from last month's Journal with a cassette because of difficulty loading in the FONT$ file. A special cassette version of LISTER which can be loaded all at once will be available from the cassette library.

Have a safe and happy New Year, and don't forget to renew your membership if it's about to expire. See you next month!

CASSETTE CORNER

by Mike Landis

Well, it's Christmas time again. This year has sure given us a lot of changes here. Over the past few months we have really shaped up the library. I have to give thanks to you the members for your support. A lot of members gave me help, even though they didn't want or need cassettes. This help from them is what MACE is all about: giving help and support to members who are new at commanding their new animal.

We get together once a month to share and learn from each other. Every meeting all of us in the back need help; I could not handle the volume of transactions and questions without help. I'm sure you have noticed I have some. This person volunteers her time every meeting and she helps make program masters. Her name is Gloria Baker, and we all thank her for her help and assistance.

I am not having any specials this month, but I will have several new ones in January. We are going to start the new year off with the Best of '84. I am going to make a selection of limited edition cassettes. These tapes will only be available in January. I am going to make a limited number of copies and when they are sold, they will be gone forever! You will not be able to get these on disk, only cassette!

I am excited about what's coming up in the next few months with MACE. When your friends open their gifts and an Atari pops out, bring them to MACE and we will light up their computer with software.

Merry Christmas and a Happy New Year!

✳✳CONTESTS✳✳

CONTEST A:

The following DATA statement contains numbers which can be used in a BASIC program to produce an easily recognizable result. Your task is to determine how the numbers should be used, and write the program to do so. Your entry MUST include a description of the result and a copy of your BASIC program (a listing is sufficient).

100 DATA 121,4,121,4,81,4,81,4,72,4,72,4,81,8,
91,4,91,4,96,4,96,4,108,4,108,4,121,8

CONTEST B:

I had a message stored as the ATASCII equivalents of each of the characters. Unfortunately, a nasty sorcerer came along and put a hex on my data. He also very wickedly removed the spaces from between the words. (Boo, hiss!) It's up to you to figure out what the original message was. I can only tell you that he treated each item in the same way, so that if you figure out how to convert one value, you will have the answer. Your entry should include a copy of the original message and a brief explanation of what the sorcerer did to the data. Here are the enchanted values:

132,246,119,54,198,86,103,86,39,151,246,87,
22,39,86,71,246,134,22,103,86,54,39,22,54,182,
86,70,71,134,150,55,54,246,70,86,18

Send entries to:
  CONTEST A (or B)
  MACE
  P.O. Box 2785
  Southfield, MI 48037

All entries must be postmarked by 1/31/85 and received by 2/6/85. The winner of each contest will receive a free disk or tape from the MACE library. If there is more than one correct answer in each contest, the winner will be determined by a random drawing from among all the correct answers received. You may enter as often as you wish. Include your name, address and phone number with your entry.
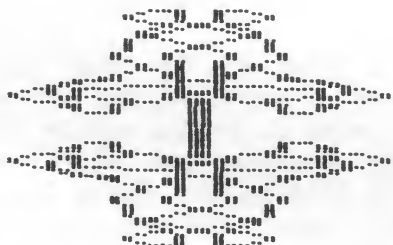
M.A.C.E.

KALEIDOSCOPE

by Ann McBain Ezzell

This program is a bare-bones sketchpad which lets you draw in four directions at once, producing symmetrical images. Feel free to experiment with it and add whatever routines you think might improve it. You might want to change it so that the current position of the primary cursor is a different color, so that it would be easier to follow.

To use Kaleidoscope, type in the program, SAVE a copy, then RUN it. You will need a joystick in port 1. You will see a red line at the center of the screen. As you move the joystick, you will draw four lines on the screen simultaneously. You can change the color of the lines by pressing any key from 1 to 8. Those keys should produce red, orange, yellow, green, blue, purple, brown and white. To erase the picture, press the joystick button. This sounds like a simple program (and it is), but you can make quite complicated drawings because of the mirror-image nature of the drawings.

If you want to change the colors used, change the DATA in line 80. If you are used to working with the SETCOLOR statement, take the hue, multiply by 16, then add the luminance. For example, SETCOLOR 0,4,2 will give you a red color. The equivalent value to put into line 80 would be 66 (4*16 + 2). The DATA are listed in order to correspond to the keys 1 through 8.

```
10 REM KALSCOPE by Ann McBain Ezzell
20 REM MACE Journal, January 1985
30 REM use joystick in port 1 to draw
40 REM use 1-8 to change color
50 DIM C(8),COL(8)
60 FOR I=1 TO 8:READ N:C(I)=N:NEXT I
70 DATA 31,30,26,24,29,27,51,53
80 FOR I=1 TO 8:READ COL:COL(I)=COL:NE
XT I:H=1
90 DATA 68,36,250,196,132,84,242,12
100 GRAPHICS 10:GOSUB 4000:TRAP 30000
110 X=40:Y=95:A=40:B=96:C=39:D=96:E=39
:F=95
120 FOR I=1 TO 8:POKE 704+I,COL(I):NEX
T I
1000 COLOR H:PLOT X,Y:PLOT A,B:PLOT C,
D:PLOT E,F
1010 S=STICK(0):IF STRIG(0)=0 THEN 100
1015 P=PEEK(764):IF P<>255 THEN GOSUB
3000
1020 IF S=15 THEN 1010
1030 GOSUB 2000+10*S
1040 X=X+DX:Y=Y+DY:E=E-DX:F=F+DY:C=C-D
X:D=D-DY:A=A+DX:B=B-DY
1050 PLOT X,Y:PLOT A,B:PLOT C,D:PLOT E
,F:GOTO 1010
2050 DX=1:DY=1:RETURN
2060 DX=1:DY=-1:RETURN
2070 DX=1:DY=0:RETURN
2090 DX=-1:DY=1:RETURN
2100 DX=-1:DY=-1:RETURN
2110 DX=-1:DY=0:RETURN
2130 DX=0:DY=1:RETURN
2140 DX=0:DY=-1:RETURN
3000 FOR H=1 TO 8:IF P=C(H) THEN COLOR
 H:POKE 764,255:RETURN
3010 NEXT H:POKE 764,255:RETURN
4000 IF PEEK(16)<128 THEN RETURN
4010 X=PEEK(16)-128:POKE 16,X:POKE 537
74,X:RETURN
30000 SOUND 0,200,10,8:FOR W=1 TO 100:
NEXT W:SOUND 0,0,0,0
30010 IF X>78 THEN X=X-1:A=A-1:E=E+1:C
=C+1
30020 IF X<0 THEN X=X+1:A=A+1:E=E-1:C=
C-1
30030 IF Y>191 THEN Y=Y-1:B=B+1:F=F-1:
D=D+1
30040 IF Y<0 THEN Y=Y+1:B=B-1:F=F+1:D=
D-1
30050 TRAP 30000:GOTO 1010
```

MACE IS LOOKING FOR...

A FEW GOOD REVIEWERS

If you were at the December meeting, you probably heard Scott and Alva asking for volunteers to review and/or demonstrate software for MACE. We receive software and other products from manufacturers, and are looking for people who are willing to test them for us, then either write a review for the Journal or do a demo at a meeting. Often, the software is ours to keep either free or for a reduced price. Anyone reviewing a product will be given first refusal on that item, and will also be given a free disk or tape from the MACE library.

If you are interested in doing an occasional review or demo for us (even if you signed up at the last meeting), please send the following information to the attention of the Editor at the MACE P.O. Box:

* Name, address, and telephone number.

* A description of your hardware (computer, disk drive, cassette recorder, modem, printer, etc. - including brand and model).

* What sort of programs/products you feel qualified to review.

* A sample review of a program or product with which you are familiar. This review should be approximately 700 words in length and should include the system requirements (RAM, joysticks, etc.); the name and address of the company; the list price; a description of the product; and your opinion of it, including any suggestions you might have for improvements.

Your sample review should be typewritten (dot-matrix printers are just fine), double-spaced, on one side of the paper only. Any actual reviews for the Journal should also be submitted in disk or tape form. We are getting new items to review in all the time, so send us your information right away!

JANUARY MEETING

January 15th - 7:00 pm

AGENDA:

* Officers' reports

* Open forum Q&A session

* Family Computer Center presentation

* CodeWriter demo by Kirk Revitzer

* Activision game demo(s) by Scott Garland

* Break

* And then:

It's time for another MACE Swap Night! Our first attempt last June was such a success that we are bringing it back for an encore. This will be a great chance to unload all the goodies you got for Christmas that you didn't really want. Here's how it works:

Table space will be provided free of charge to CURRENT MACE MEMBERS ONLY, but you must have a reservation. Contact Program Coordinator Scott Garland or leave your name, phone number and MACE membership number in the Suggestion Box at the back of the room. Label each item with your name, address, phone number and price. You may sell or trade hardware or software, originals with documentation only. ABSOLUTELY NO "PIRATE" OR "ARCHIVAL" COPIES. (No MACE software, please.)

The tables will open after the break. MACE is in no way responsible for the condition of any items sold. Sign up for table space early.

Be sure to come for the first half of the meeting, too. A representative of the Family Computer Center in Berkley will be with us to discuss the training and support services available at their store. These folks helped MACE get its start, and have many people on their staff who can provide much-needed hardware and software advice to Atari users, both new and experienced.

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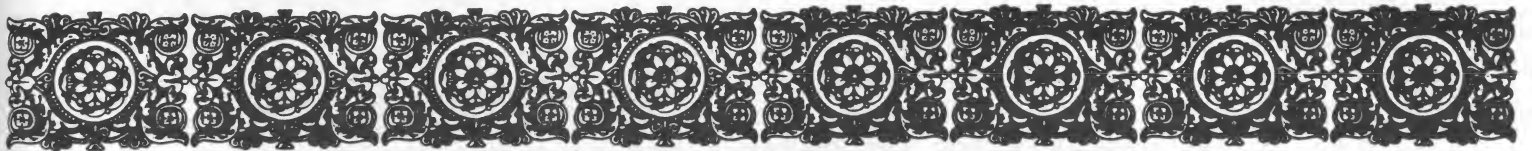
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Alva Thomas, SYSOP

HAPPY BIRTHDAY

WORD COUNTER
FOR ATARIWRITER

by Russell Crum

Have you had the need to know how many words were in a document that you had created? Need to write a 1000 word essay for a class assignment, for example? This little routine will handle that if you are using ATARIWRITER.

The basis for this routine was published in ANTIC magazine (November 1984, page 8) for BANK STREET WRITER. I modified that routine to fit ATARIWRITER more accurately. The REMarks in the program should explain most of its operation for you. In lines 110 and 220 are commands unique to OSS's BASIC XL. If you don't have BASIC XL, these commands (ERR(0) and ERR(1)) are easily replaced with the Atari BASIC PEEK commands into the error memory locations (186,187 and 195).

[Listing 1 is for BASIC XL. Listing 2 has been modified for regular Atari BASIC. -Ed.]

Operation of the program simply involves RUNing this program with your ATARIWRITER file disk inserted into the proper disk drive. One thing to recognize is that any group of characters separated by a space or return character is counted as a word. Thus, titles, headers, etc. are all counted as words.

GRAPHICS DEMO

by Scott Garland

This short program will fill your screen with an interesting feathery pattern. It takes several minutes, so be patient.

```
0 GRAPHICS 24:SETCOLOR 2,0,0:COLOR 1
20 FOR X=0 TO 5517
30 SQ=X*X*2.0E-03
40 XCOORD=INT(SQ/191)
50 YCOORD=SQ-XCOORD*191
60 PLOT XCOORD,YCOORD
70 NEXT X
80 GOTO 80
```

```
0 Rem LISTING 1
5 Dim A$(14):Rem FOR BASIC XL AND ATAR
IWRITER ONLY
7 ? Chr$(125):? "THIS PROGRAM COUNTS W
ORDS IN AN ATARI-WRITER DISK FILE.BE S
URE YOU ARE USING BASIC XL."
10 ? :Input "ENTER DEVICE & FILE NAME?
",A$:Open #1,4,0,A$
20 Trap 110
45 Get #1,B:  If B<>155 Then 45:Rem GE
T PAST DOC. CONTROL CHARACTERS
50   Get #1,B:  If B<>32 And B<>155 Th
en 50:Rem FIND SPACE OR CR
60     Get #1,B:  If B=32 Or B=155 The
n 60:Rem WAIT UNTIL NON SPACE OR CR CH
AR.
70       Count=Count+1:Goto 50:Rem COU
NT WORD AND DO AGAIN
110        If Err(0)<>136 Then Close #1
:Goto 220
120        Close #1:? "WORD COUNT =";Co
unt+1:End
220        ? Chr$(253):? "ERROR NO. ";E
rr(0);" AT LINE NO. ";Err(1):End
```

★ ★ ★ ★ ★

```
0 REM Listing 2
5 DIM A$(14):REM for regular Atari BAS
IC and ATARIWRITER only
7 ? CHR$(125):? "THIS PROGRAM COUNTS W
ORDS IN AN ATARI-WRITER DISK FILE"
10 ? "ENTER DEVICE & FILE NAME ":INPUT
A$:OPEN #1,4,0,A$
20 TRAP 110
45 GET #1,B:IF B<>155 THEN 45:REM get
past doc. control characters
50 GET #1,B:IF B<>32 AND B<>155 THEN 5
0:REM find space or CR
60 GET #1,B:IF B=32 OR B=155 THEN 60:R
EM wait until non space or CR char.
70 COUNT=COUNT+1:GOTO 50:REM count wor
d and do again
110 IF PEEK(195)<>136 THEN CLOSE #1:GO
TO 220
120 CLOSE #1:? "WORD COUNT =";COUNT+1:
END
220 ? CHR$(253):? "ERROR NO. ";PEEK(19
5);" AT LINE NO. ";PEEK(186)+256*PEEK(
187):END
```

ATARI LIBRARY BBS

Mace Members:

   553-4005 is the new Atari Library BBS. Many brains have worked
very hard creating this BBS just for us. Our support is needed to
keep this effort alive and growing.

   This BBS brings you all of the latest MACE and Atari   information.
If it appears on the board it is up to date and correct. You are
always assured of complete accuracy.

   There are many files available for "Downloading". You are welcome
to take anything that interests you. If you want something and don't
see it - ask for it. Your Sysops are most accommodating and will try
to put it on the "Download" file for you.

   The "Message" board has unlimited capabilities.   You may leave
"Private" messages or you may reach the "public" with any message.
The Sysops have graciously agreed not to censor this board and have
given it to us unconditionally. However, good taste and discretion
are required. There is no other board alive that possesses the
"class" this board has - so don't desecrate it! Use it - Enjoy it and
most of all contribute to it!

   "Uploads" are necessary to keep good information flowing freely -
so be generous!   Anything you offer is appreciated and gratefully
accepted by your Sysops and will be added to the MACE library since
one of the Sysops is the MACE Librarian and the other is the MACE
Submission Chairman. It encourages them to keep up the good work.

   Use this BBS, there truly is no better board around!

                        Merry Christmas!!!

                              and

                        Happy New Year!!!!

M. A. C. E.
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